

A Starter Doc to



Stick Ranger is a game of 4 stickmen fighting enemies in a mobile battlefield. The game is created by ha55i (formerly known as DAN-BALL) who makes japanese games that are translated into english for other types of people to play the game.

Action RPG game where 4 Stickmans defeat monsters and advance the stage! (DanBall)

1. Weapon And Compo

The stickmen are equipped with weapons that are specified by their type of class. I'll get into that later. The stickmen have Compo Items that technically "upgrade" their weapon. (Ex. YellowCrystal increases damage by 20%.) The weapons that the stickmen have get 2 compo slots. Compo cannot be used twice, and some weapons do not accept certain compo. (Ex. bows accept Guide's Card that give the projectiles "aimbot" and fly towards enemies. Boxer does not accept a Guide's Card as it is not using projectiles. Some gloves use projectiles, but not all gloves accept it.) With some compo, you can make really awesome combinations of items that almost completely change the item! Compo items will always be magnified by compo number/level.

2. Levels and Pickups

Enough of compo, let's talk about LEVELS and SP. Levels are gained through 100% XP. If you play videogames, then good. You know all this. If you don't, well I'm going to have to explain. XP is gained by defeating enemies. XP gives you SP. SP stands for Skill Points. You can use SP on LP, STR, DEX, and MAG. Each is different for some classes. (Ex. Sniper takes STR as Range, Priest takes DEX as DEFENSE in its aura boost.)

Gold🟡

Gold is cash that every single enemy has a chance to drop. The difficulty of the enemy will most likely scale to the gold as well. Gold is... gold. Gold is important! ESPECIALLY with gunners, as you need gold to use the gun.

Ways to get

- Killing enemies
- Selling items
- Gold Rush Card

Usages

- Buying shop items
- Inn
- Book
- Gunner Ammo

Onigiri🏠

Heals the unit that touches it on the ground, scaling with their max health. Useful after dying or failing a level. Just like gold, every enemy has a chance of dropping it.

Ways to get

- Killing enemies
- ONIGIRI card

3. Characters

The main part of the game, basically. The type of weapons the character uses, the class,

Boxer

The boxer is a simple Melee and naturally Physical attacker. (From what I can tell, it holds the record for most DPS in the game with a certain weapon.) Moderate DMG and very high AGI, as of also holding a record of least AGI. This character cannot increase range.

SP Effects

STR: Increase in damage.

DEX: Increase in attack speed. (AGI)

MAG: Increase in charge for elemental weapons.

Gladiator

Gladiator is to put simply, a more efficient boxer. Has more range and can actually extend the range before the first Castle. (Must be extended by Long Sword Card, or the longer sword types.) If equipped with Vampire's card, heals VERY FAST.

SP Effects

STR: Increase in maximum damage.

DEX: Increase in minimum damage.

MAG: Increase in charge for elemental weapons.

Sniper

Casual long ranger. Rather low DMG and AGI, higher range. Great if you don't want to take damage trying to attack. One of the only characters that attack at an effective range. Soon gets many, MANY projectiles.

SP Effects

STR: Increase in range.

DEX: Increase in damage.

MAG: Increase in charge for elemental weapons.

Magician

Magic attack. The attacks soon become so bizarre and insane that magic is... *pure destruction*. For example, Small lightning bolts soon become massive beams of light that smite enemies down. But, highly recommended for freezing or effective DMG strats. Use if you need to apply multiple effects to enemies. But honestly, pretty useful (most of the time).

SP Effects

STR: Increase in range.

DEX: Increase in attack speed. (AGI)

MAG: Increase in damage.

Priest

Attacks all targets in its range, doing damage to nearby enemies. Can also boost units within its range! The priest's SP invested chooses how much it boosts other units. Used in the highest damage strategies. Mag does not increase the range of units in the priest aura, only the priest's range. The priest aura applies to the priest itself and can

SP Effects

- STR: Increase in damage aura magnification. (Red aura RGB)
- DEX: Increase in defense aura magnification. (Green aura RGB)
- MAG: Increase in range. (Blue aura RGB)

Gunner

Honestly, in my opinion, a REALLY bad unit. Argue with me all you want, but wastes a LOT of money. Every attack it does costs G, and if you are out of G, it doesn't even attack. But that's just my opinion. Anyways, usually higher up damage, but usually has low AGI depending on what gun. The first gun is the ONLY item for this character that does not cost G to use.

SP Effects

- STR: Increase in damage.
- DEX: Increase in attack speed. (AGI)
- MAG: -1 G/Gold each usage.

Whipper

Excellent choice for DMG and magic! Has some good damage and has just a slight bit more range than the Boxer. With DEX, you can increase Projectiles for some magic attacks! Honestly a really good unit, but becomes a little useless later. Besides from that, it's still an awesome choice! Using DEX to upgrade projectiles only rounds down if less than 1. This unit cannot increase range.

SP Effects

- STR: Increase in damage.
- DEX: Bullet/Projectiles +0.2
- MAG: Increase in charge for elemental weapons.

Angel

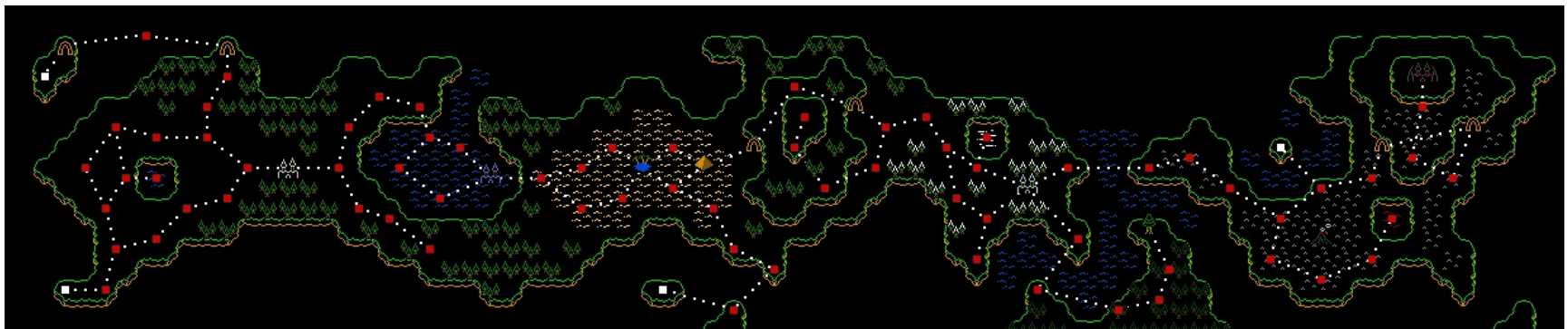
LP hungry unit. Is considered a ranged unit to me, since you can also increase range. Uses multiple types of attacks in its range of weapons (ex. Quick, LongRange, Damage, etc). I never actually liked this unit, honestly. I may change my opinion later, but I don't really see that happening.

SP Effects

- STR: Increase in damage.
- DEX: Increase in rings thrown. Magnifies lower the more you get.
- MAG: Increase in charge for elemental weapons.

4. World Map

The world map is the world of Stick Ranger.



^ You start here. The game ends at the red castle. The red dots represent a level or type of map. Some aren't dots, but are still levels.

Castle (5)

Ends off a type of map. There are 5 of them. Each holds a powerful boss you have to defeat to continue and pass. They look like gates with spears on the top of them. The pyramid counts as one too.

Special map changes

- Only one enemy.
- Flat map design.

Cavern (8)

These maps are dark and your mouse pointer leaves a big light on it. Your stick men also leave a small light. A Lot of these maps require you to drag the stickmen to actually pass, due to the fact there are big walls in most of the map designs. These maps on the world map look like bridge like arches.

Special map changes

- Mouse pointer emits light to light up the map.
- Tall and pointy map design.
- Arch-type map icon

Boss-Rush (2)

A boss rush is a slightly complex type of map. It spawns bosses from previous levels. There are only 2 that I know of. Volcano, and Mountaintop. Volcano is the (VERY) final map of stick ranger, besides from the final boss. It appears AFTER you beat the final boss. You cannot progress to the next bosses of the rush before defeating the ones currently on screen, like an actual boss.

Special map changes

- Same as a castle.
- More than 1 unique boss.

Shop/Stops (5)

White dots represent an Inn, and a shop. This includes the Tree on the map (Forget Tree). Forget tree is special because it is the only map without a shop. Instead, it allows you to reset the levels of a unit and re-do its SP pattern. The Inn is a part of every shop that allows you to heal each character to its maximum, but it costs money. A shop is the only place to use *G* besides the *Gunner* or *Reviving* units.

Special map changes

- No enemies.
- Special shop and inn.

Secrets (2)

There are also secret maps that do not show up on the world map, but you must find them on the map to enter them. Of course, you have to unlock them first. But alas, they still do not appear, even if you beat them. There are only 2 in the game, but they are both called ??? and !!! . Yes, I wonder who took the time to name those maps... Anyways, I'm not revealing their location, so you can find them for yourself.

Special map changes

- Only have 2 unique enemies

5. Enemies

Enemies can appear in different forms, and different forms do different attacks. Or even different heads! The body makes them move or attack in different ways. Heads are their head design, nothing special mostly.

Enemy Types

Walker

A walking enemy. Very slow.

Snake

A hopping enemy. Moves faster than a Walker, but slow.

Bat

An aerial enemy. Slow, but usually annoying.

Dragon

An aerial enemy. Quite swift. Has a tail with a dot on the end.

Tree

A groundlocked enemy. Can wobble.

Wheel

An extremely fast ground enemy.

Fish

An aquatic enemy. Moves quite fast.

Mushroom

A groundlocked enemy.

Stickman

A medium-class enemy that can move and walk.

Eel

An aquatic enemy similar to the Snake in appearance.

Spider

A semi-fast ground enemy.

Cactus

A groundlocked enemy, it's similar to a hybrid of Tree and Mushroom.

Zombie

Essentially a stickman with impaired movement.

Copter

An axis-locked flying enemy. Can not move up or down, but swiftly left or right.

Bouncer

A bouncing enemy, it's similar to a hybrid of Snake and Mushroom.

Germ

A floating enemy. Similar to Dragon, but with 3 tails. Moves slow.

Digger

Essentially a tree. Groundlocked. Despite the name, it does not dig.